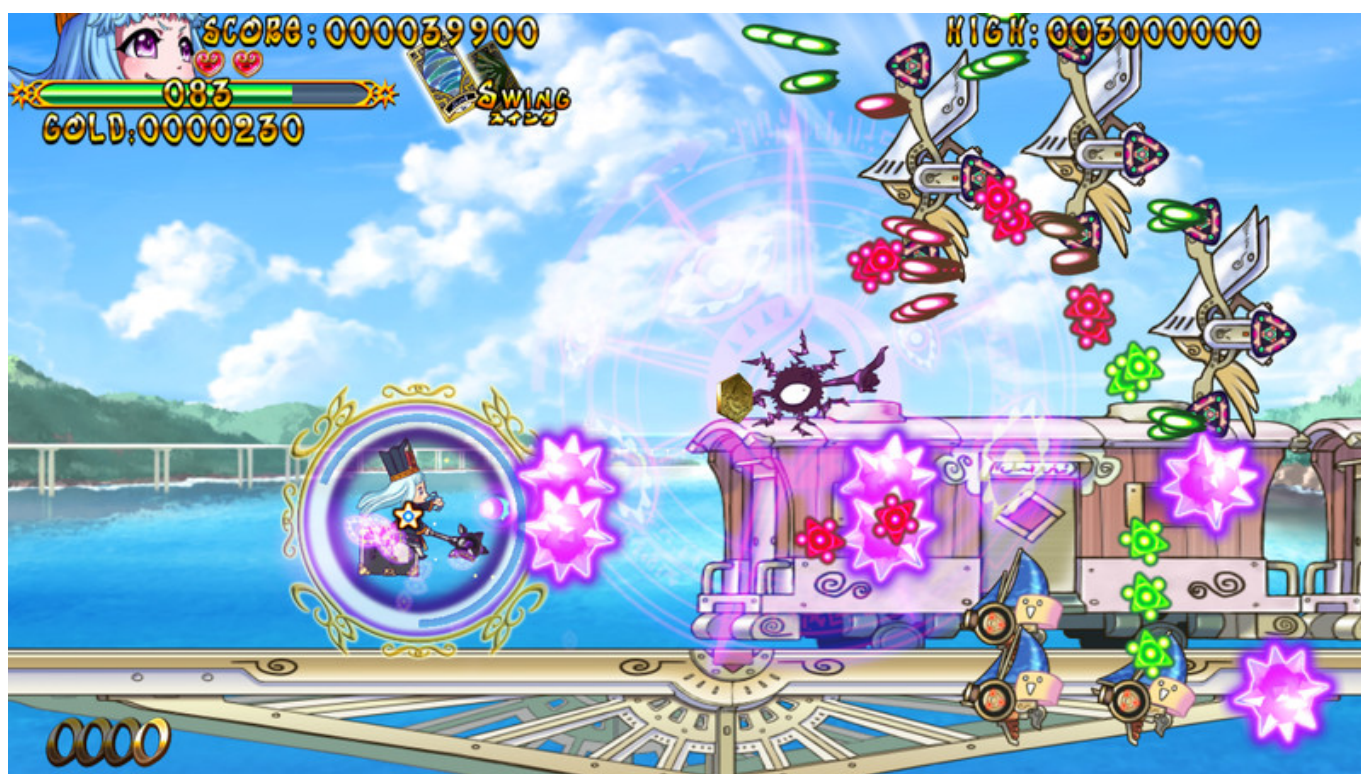

Angels Of Fasaria: Version 2.0 Download Gratis



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About This Game

What is Angels of Fasaria?:

Angels of Fasaria was originally released in 2005. With thousands of downloads and over 48 thousand active users in the browser based game, Angels of Fasaria maintained a loyal following and support base. After the release of "Fasaria World" and later the "Ancients of Fasaria" mmorpg, Angels of Fasaria RPG and the browser based game community was closed and discontinued.

After popular demand and by player's request, we submitted Angels of Fasaria on Greenlight and the community voted it in. It is now re-released on Steam, back and fully revised.

Enjoy the epic adventure that started it all and begin your adventure today!



Angels of Fasaria Game Features:

- You get Angels of Fasaria 2D RPG.
- Steam Cloud to back up saved games and user info.
- Trading cards available for earning badges and backgrounds.

A banner with a dark green background. On the left is a gold, circular seal with a serrated edge. Inside the seal, the word "SATISFACTION" is written in white, uppercase letters along the top curve. In the center is a red checkmark. Below the checkmark, the text "Our Company Policy" is written in white. On the right side of the banner, the text "Company Policy & Customer Satisfaction" is written in large, bold, white letters. Below this, the text "Please Click Here to Learn More >>>" is written in yellow. At the bottom, the text "We aim to meet your needs and expectations." is written in white, italicized font.

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We aim to meet your needs and expectations.

Title: Angels of Fasaria: Version 2.0
Genre: Adventure, Indie, RPG, Strategy
Developer:
Fasaria Works
Publisher:
NSE
Franchise:
U Game Me
Release Date: 9 Dec, 2014

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Minimum:

OS: Microsoft® Windows® 98/98SE/Me/XP/2000

Processor: 800MHz Intel® Pentium® III equivalent or higher processor

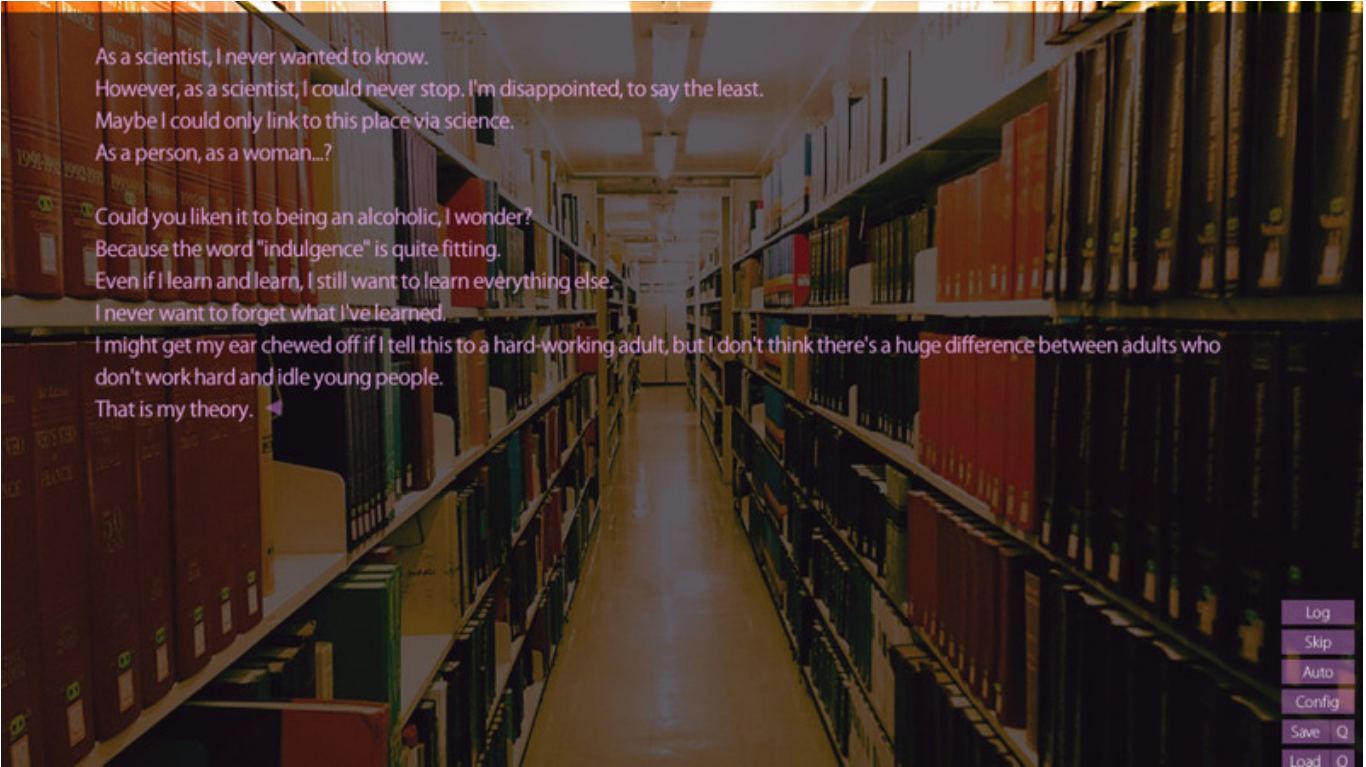
Memory: 128 MB RAM

Graphics: 1024x768 or better video resolution

Storage: 125 MB available space

Sound Card: DirectSound-compatible sound card

English



As a scientist, I never wanted to know.
However, as a scientist, I could never stop. I'm disappointed, to say the least.
Maybe I could only link to this place via science.
As a person, as a woman...?

Could you liken it to being an alcoholic, I wonder?
Because the word "indulgence" is quite fitting.
Even if I learn and learn, I still want to learn everything else.
I never want to forget what I've learned.

I might get my ear chewed off if I tell this to a hard-working adult, but I don't think there's a huge difference between adults who don't work hard and idle young people.
That is my theory. ◀

Log
Skip
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Save Q
Load Q





learnt lot from this game than from my Religious studies class. I'm fairly new to the shmup genre. I used to play them back in the arcade days (80s and 90s) but just recently I've started checking a few out on PC. This one looked like a lot of fun based on the procedurally generated stuff and the ship upgrades.

And it is. It moves a little too fast and it gets really hard really fast, even on easy, but I still like it. The weapons are interesting, the graphics are nice, it's not too busy that you can't tell what's going on, and the upgrade and unlock system is really cool.

[Edit] The game was crashy after 20-30 minutes but it may be that I'm using a sound card. The developer provided a fix that replaces the OpenAL DLL file and that seems to have solved the issue. I was real impressed at the quick response!

Out of the recent shmups I've picked up and started playing, so far this is the best of the bunch. The music reminds me a little of Daft Punk and it has a really slick presentation. Thumbs up!

[Edit]

Still really enjoying this game. It's fun to pick up and play and shoot a few things. The upgrade system and randomization is a blast, as well as unlocking new ships. It still gets hard pretty quick even on Easy, but it's just so smooth and fun!. Verdict: This is one of the best strategy games in which you're commanding armies of antiquity.

Pros:

1. Units are quite detailed and seem to be about as effective as their historical counterparts.
2. There is some logistics which prevents you from ahistorical winter fighting - it is really hard to get supplies most of the time, although is possible and might catch your opponent with his pants down.
3. Quite a few nations and different time settings which means a lot of diversity.
4. Many historical characters to command your armies or to fight against.
5. Different events to explore what-ifs, forge alliances or declare wars.
6. Map is actually quite nice and cities are different for each period.

Cons:

1. You're not able to command you men in the field.
2. Graphics are somewhat dated, as is the game's engine in my opinion.

Overall - I do recommend it if you're a history buff, who enjoys a good strategy game.. Basically a tower defense game, very similar to Kingdom Rush. Actually it is a less addictive clone of KR. When you didn't play Kingdom Rush - try it first. If you played it and liked it - i guess you will like 300 dwarves too.. This game is super fun! Buy it! Great soundtrack too!. MiGnificent 15. No reviews yet?! Alright! Let me blow your mind with mine.

I don't fly in and out of this airport often. I bought it because I'm basically getting rid of most default FSX airports and adding the add ons for a more realistic touch while simming.

Graphics wise, I don't really see a drop in it, even while running payware things like the Majestic Dash8, REX textures, or the Feelthere Embraer Jets (Which you can also get on steam now.)

On the ground the airport looks nice as well. Approaching it is pretty with the mountain\volcano\oneofEarth'sbon3rs to the side of the airport.

Is it worth what it's being sold for? Ehhhhh. Mostly yes. I say it would be nicer cheaper for most add ons but this one for sure. It's very nice, worth getting if you are willing to spend the money on it but not worth as much as it costs...so get it on sale if you want to fly in and out of it every now and then.. Woah, Fishoo, hold on a second buddy. You wanna talk about something? You have a 572 units per second startzone. Now, I'm gonna have to explain something to you here, if I pop up my show velocity on the startzone as I fall out I get a 442 Z units, right? That's consistent. Because its a fall zone - it's consistent 100% of the time BUT RIGHT THERE I got 454, that's a LAG. Now, actually if we do a little pythagorean theorem if I open my Google Chrome and I do square root of 350, which is the maximum horizontal units per second, squared, plus.. what was it.. 454.. squared - THEN we get 573. YOU just LAGGED startzone my buddy, ooooh. Thats an ouch right there.

Mmm.. Can't wait for updates, but I wish characters are controllable with WASD. Nor can choose that from settings. I like the how In-game looks like so keep it up.. Cool colours and ok graphics and designs! Easy to get in and learn, very much fun to play with friends! There doesn't seem to be many players so it's hard to play online, look out!. This is a simplistic 2 dimensional game with a linear progression. It is probably not even worth your time.. While I really enjoyed playing this game, it is a quick one. I did not experience the problem with the corrupted save file. I liked the sound effects, the graphics were fine. The only thing I am sitting here trying to figure out, is why I was searching for carousel pieces that I never used.....buy it on sale.. more like marcus is a jew valley. Thought this would've been a simple but fun puzzle game where you fuse stickers to get new ones. In the end, this is nothing more than a "click a sticker with another one and hope it's actually one of nonsensical fusions possible.

The game offers 3 hints PER DAY to help you progress. Hints show you 4 different stickers and tell you that two of those can be fused together. Besides that, there are no way for you to know if you have fused everything with a sticker or not (the game however tells you when you find a dead end in fusions).

All in all, just stay away from this game. I've already asked for a refund.. >be me
>i7, R9 390, 16 GB ram
>look at red ground
>22 FPS
>10V10 would optimize again

EDIT 1:

After completing the game, I have a few more criticisms:

1. My computer exceeds the recommended specs, but still has frame drops to 17-18 fps
2. Walling into laser trap does not kill player
3. Falling into ice water sets me on fire?
4. Enemies do not aggro unless hit straight on, need a wider field of discovery

Overall I give this game a solid 11V10, bought copies for all my friends and can't wait for the next update.

EDIT 2:

After the recent content update I am pleased to say that this game has somehow surpassed the level of quality I had already come to expect from this masterpiece. The new dungeon level left a bit to be desired, but the village was breathtaking. Absolutely amazing content and can't wait for more to come. 13V10 would be chased by skeletons into a shack again. Let's just say this is an average game. It would have been really better with voices...
My advice : buy it in promo, as it is really short.. It's pretty neat, it's got a pleasing aesthetic, it's cheap, it supports controllers, it's nice. Controls are a bit wonky though but nothing too offensive.. I PLAYED THIS PIECE OF♥♥♥♥♥♥FOR 2 HOURS AS A MEME FOR MY FRIENDS AND GOT SO♥♥♥♥♥♥AT THE PUZZLE AND MEMORY MATCH, I♥♥♥♥♥♥A VALVE WORKER. 8/10 DONT BUY SMH.

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